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ADVANCE
GAME BOY[®]
INSTRUCTION BOOKLET



Dr. Seuss'
**THE
CAT
IN THE
HAT**™

VIVENDI
UNIVERSAL
games

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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Dr. Seuss'
THE
CAT
IN THE
HAT

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STORY: A CAT IN A FIX

As Conrad and Sally ponder what to do on a boring rainy day, little do they know that the adventure of a lifetime is about to unfold. Out of nowhere, The Cat in the Hat shows up to brighten the kids' day while their mother is at work. He has come to show them it's fun to have fun but you have to know how. But soon all that will change, for The Cat has brought along his Red Crate, a portal to his world sealed by a Magic Crab Lock.

Being the nosy boy he is, Conrad decides to pick the lock and open the Red Crate—unleashing magic. With your favorite characters from the movie, the magic transforms their once cute home into utter mayhem. Now, the house and all its rooms have been turned upside down, and it is up to The Cat to clean up the mess before Conrad and Sally's mother gets home.



STARTING A GAME

Insert the Game Pak into the Game Boy® Advance and turn the power on. Press START at the title screen to enter the Start Screen. Use the +Control Pad to select either *New Game* or *Continue*, then press the A Button to confirm your selection.



Begin play from the start:

Use the +Control Pad to select *New Game* and press the A Button to confirm your selection. You also will be asked to select a save game slot at this time.

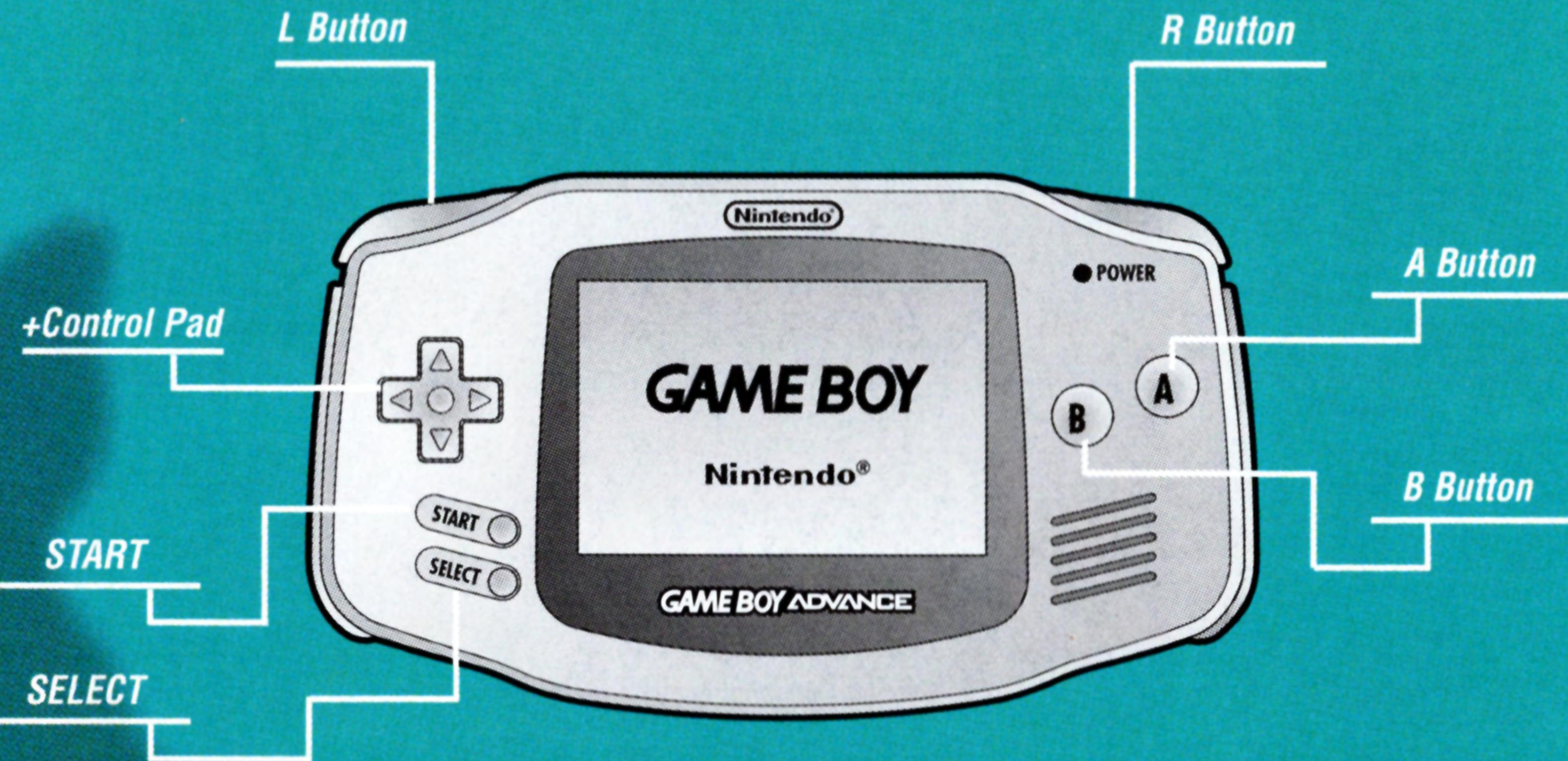
CONTINUING A GAME

Use the +Control Pad to select *Continue* at the Start Screen and press the A Button to confirm your selection.

Saving your game: After you complete each area by capturing all of the creatures and the items, your progress will automatically be saved to the slot you selected at the start of the game.



CONTROLS



CONTROLLING THE CHARACTERS

THE CAT IN THE HAT:

What Is a Cat to Do?

The Cat in the Hat must collect all of the creatures that have escaped from the Giant Red Crate. After each area has been cleared, you will be able to move on to the next one, but only after you have captured all of the creatures that are running amok.

MOVE CAT +CONTROL PAD

Jump A Button

Umbrella Glide A Button, then press and hold the A Button again

Bubble Thumb B Button: To encase creatures in a bubble

Umbrella Bounce A Button, then B Button: Stomp on top of them to capture

Crouch +Control Pad Down

Crawl +Control Pad Diagonal Left or Right

Activate Power-ups Press the R Button



Bubble Thumb



Umbrella Glide



Umbrella Bounce



DIVER DAN:

Swimming with the Fish

The Fish has been kidnapped and is trapped inside his fishbowl. It is up to Diver Dan, equipped with the Bubble Buster, to swim through wacky underwater worlds and rescue the Fish.

MOVE DIVER DAN

Use Bubble Buster

Hit Objects Below the Diver Dan

Underwater Treasure Chests

+CONTROL PAD

A Button uses Bubble Buster

B Button

Maneuver Diver Dan over the treasure chests to replenish his air supply.



Bubble Buster



*Hit Objects
Below
Diver Dan*



*Treasure
Chest*



S.L.O.W. MOBILE CONTROLS:

Burning Rubber

Pesky Thing 1 and Thing 2 are running around the city causing havoc. Jump into the S.L.O.W. mobile and chase after them.

CONTROL + CONTROL PAD

Accelerate A Button

Capture B Button – Press to extend arm
to catch Thing 1 and 2.



THE HOUSE IS A MESS

Now that the house is a mess, playing as The Cat, you must clear the Living Room, Kitchen, Bathroom, Bedroom and Attic in order to beat the game. Each hallway starts with the first room open. You have to clear all the creatures running around the room. Only then will the next door open. Once all the rooms are cleared, you win the game!

Living Room: Grandfather Clock, Stereo Level, and Diver Dan Fish Tank

Kitchen: Refrigerator, countertops, and Diver Dan Sink

Bathroom: Plumbing World, Medicine Cabinet, and Diver Dan Tub

Bedroom: Toy Box, Bunk Beds, and Diver Dan Gold Fish



CATCH THING 1 AND THING 2



At the top of the house is the scary attic. Inside are the doors to the chase levels, where The Cat must chase Thing 1 and Thing 2 in his S.L.O.W. Mobile through the neighborhood. To open up these levels, The Cat in the Hat must find the Thing 1 and 2 Icon hidden in the other levels.

POWER-UPS

The cat needs to pick up a few things along the way that will help him on his adventure. These items are spread throughout all the levels.



Spring Bounce: Collect this power-up to reach new heights. Press the R Button to activate it.



Super Shoes: With these shoes, you can run really fast and avoid certain obstacles. Press the R Button to activate them.



Umbrella Lift: Collect this power-up to give your umbrella an extra lift to float further along. Press the R Button to activate it.



COLLECTIBLES

Collectibles are hidden throughout each level, and it is up to the Cat in the Hat to gather them all up.

Bedroom: Teddy Bears

Entertainment Center: Tiny GBAs

Fridge: Ice Cream Cones

Clock: Baby Clock's

Kitchen Counter: Coffee Mugs

Plumbing: Water Buckets

Medicine Cabinet: Tooth Brushes

Toy Chest: Mini Cycles



THE CRAB LOCK

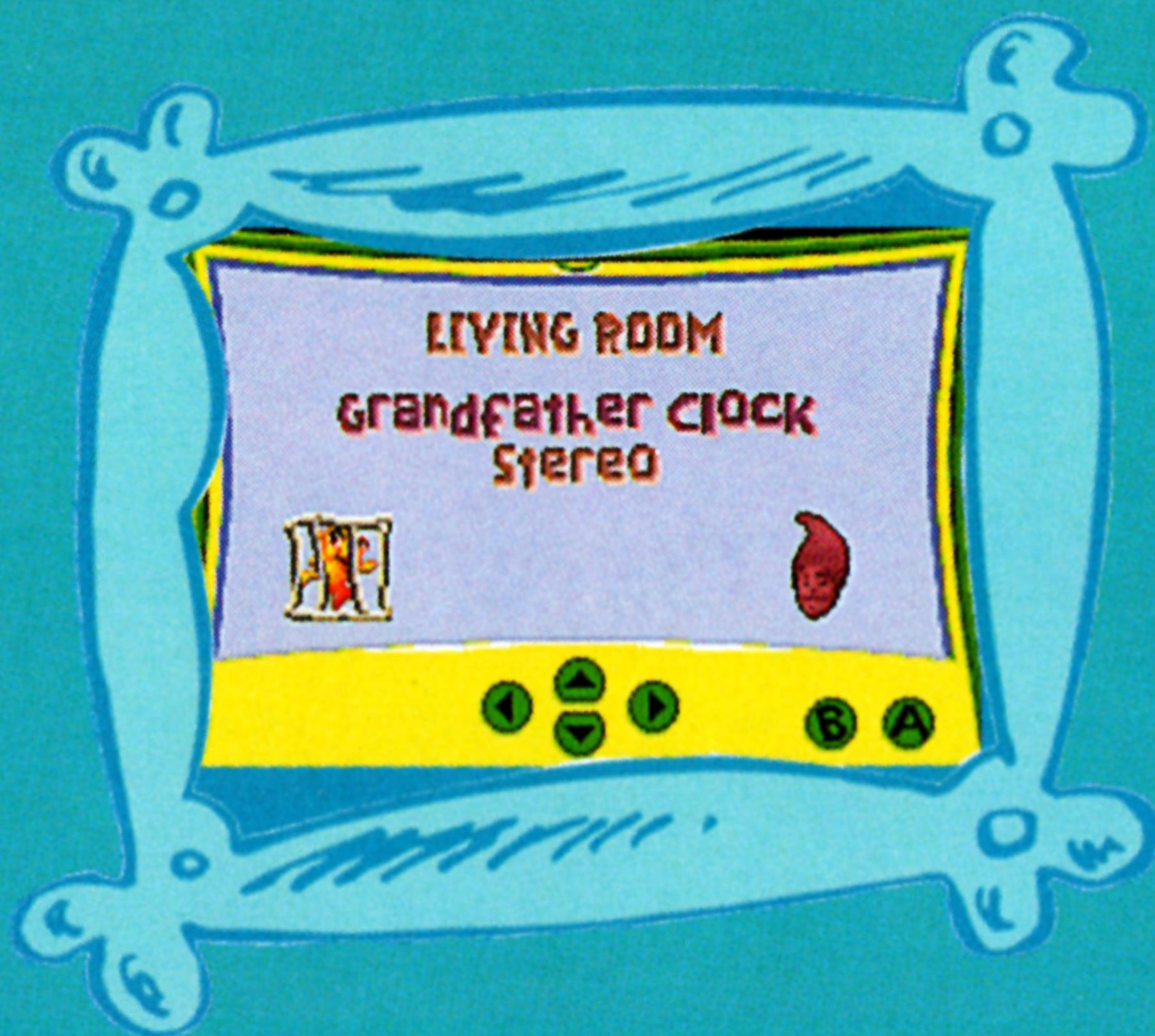
The Crab Lock has broken into four pieces, and it is up to The Cat in the Hat to get them back. Without the lock, the Crate cannot be sealed and the house will remain a mess. The bosses and two of the Diver Dan levels have the pieces, but which ones?

Game Completion: It's not necessary to finish the game 100%. If you collect the four pieces of the lock, the game is over.

SALLY'S PDA

The PDA allows you to track how many creatures and collectibles are left in each level. After you have cleared all of the creatures from each level, you will be allowed to continue on to the next area of the house.

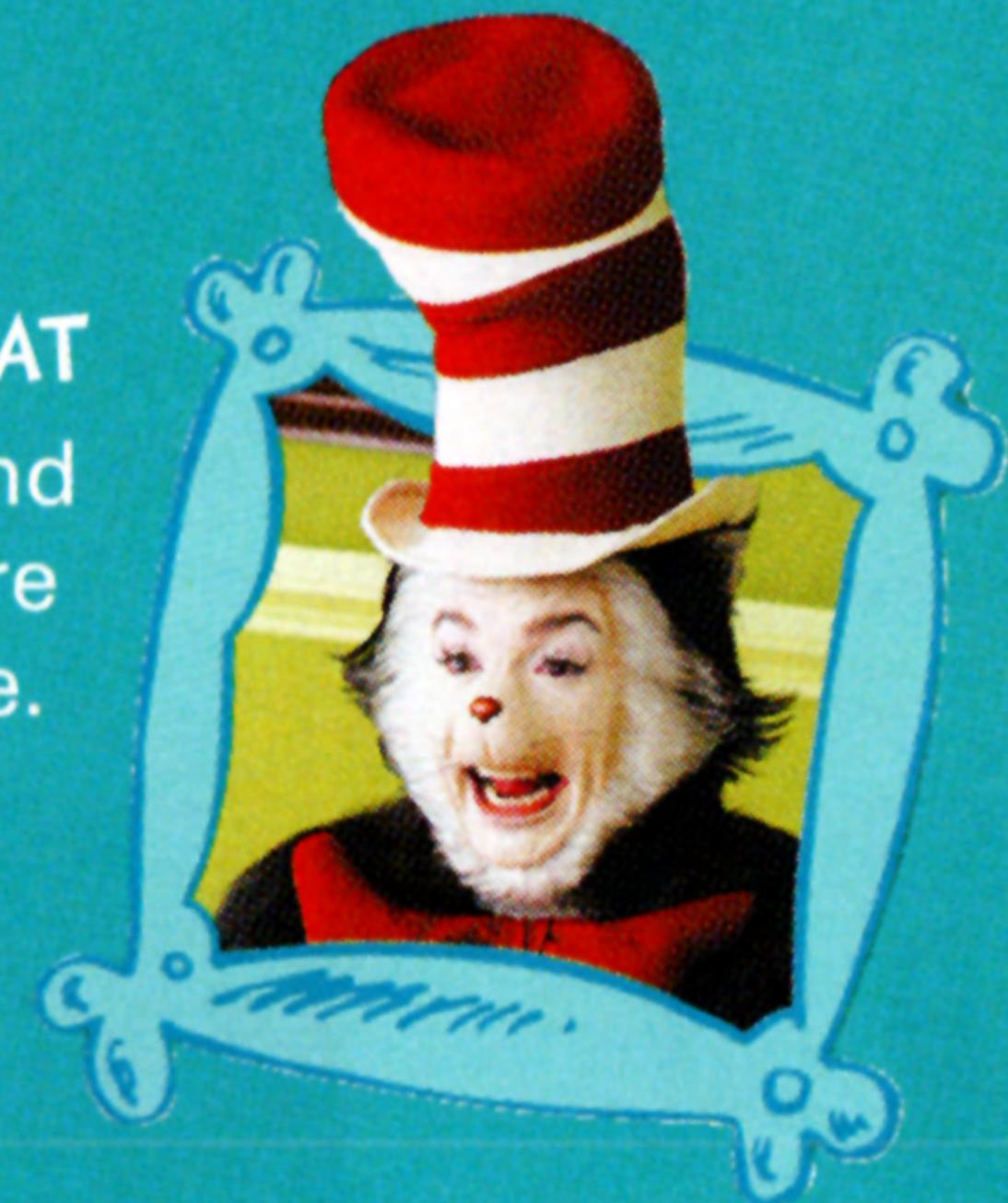
Press START to go to the Pause Menu and select PDA.



CHARACTERS

THE CAT IN THE HAT

With the help of his trusted Umbrella and Hat, he will get this house in order before the children's mom gets home.



THE FISH

This slippery guy helps The Cat in the Hat on his adventures with directions and clues, but the Fish needs Diver Dan to rescue him before his bowl is turned into Seuss Magic.

DIVER DAN

Trapped inside the fishbowl, Diver Dan must brave the waters to rescue the Fish.



CREATURES

Running around inside the house are creatures that The Cat must get in order to fulfill his duty. Here are just a few you will run into:



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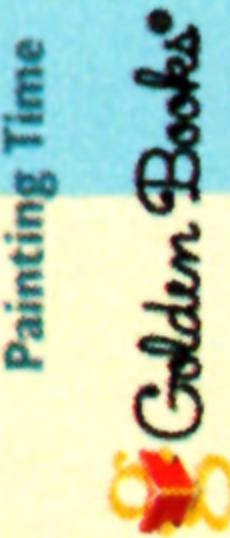
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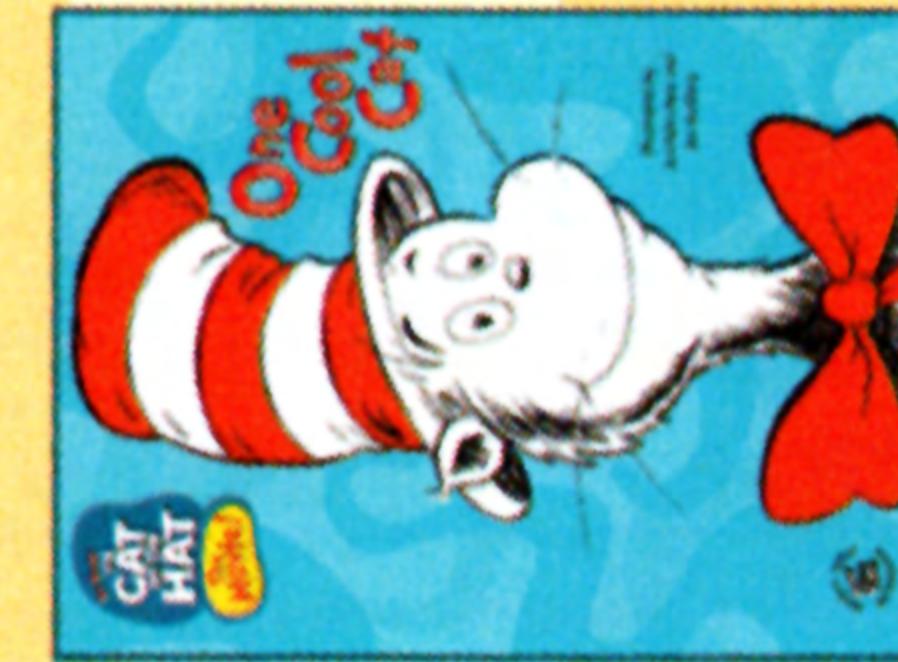


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